

DEFENSIVE AND COMPETITIVE BIDDING
Style: Aggressive overcalls
Responses: 2N resp to M overcall =4 card support
Reopening: Aggressive – 'transferred K'
Protective position: 1NT overcall = 10-14
Responses to 1N overcall: stayman and 4 suit transfers
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: Non-constructive – can be quite good if partner has passed. Responses: new suit at 3+ level=F1. Raise = non-constructive
2N: 5-5 lowest 2 suits, weak or very strong
Michaels: (1M) – 2M = OM(s)+minor. (1m)-2m=both M's Style: Weak or very strong,
Responses: 2N shows values, other bids P/C
Jump cue asks for stop
Defense to 1N opener Strong NT: X = 5+m, 4+ spades Weak NT: X = penalty; 2♣ = 5/4 in majors, Now 2♦ asks. 2♦ =5+ one M[as Multi], 2♥/♠ = 5M+54, 2N=strong 2-suiter vs strong 1♣: X=M's, 1N=minors other bids NAT
Opponents make t/out Dble: jump raise = mixed, Redble = 3-card raise with values; 2N = 4 card raise with values fit jump bids
Lebensohl 2N in competition is a good major raise if partner has bid a major

LEADS AND SIGNALS			
	Normal	In bid suit	
Suit	2nd from weak suits and 4th from honor	same	
NT	2nd and 4th		
Subseq	Attitude		
Lead	vs. Suit	vs. NT	
Ace	May be AK	May be AKx	
King	May be AK or KQ	May be AKJT or KQJ unblock or count	
Queen	QJ or KQ	same	
Jack	Denies higher honor		
10, 9	0 or 2 higher honors		
Hi-x	Doubleton		
	In Trumps; Hi-Lo = – may be SP or ruff	Smith Peters [Hi-Lo =unexpected holding]	
	Lead of A/Q Lo=Encourage	same	
SIGNALS IN ORDER OF PRIORITY			
	Declarer's lead	Partner's lead	Discarding
Suit:1 st	Hi-Lo = Even	Lo = Encourage	Hi=Encourage
2 nd	Suit preference	Hi-Lo= even or	Hi-Lo = Even
		Suit preference if length not relevant	Suit preference if length not relevant
NT 1 st	Smith Peter	Lo = Encourage if dummy wins	Hi=Encourage
2 nd	Hi-Lo=even	Hi-Lo=even	Hi-Lo = Even
3 rd	Suit preference	Suit preference	Suit preference

WBF Convention Card
Category: RED
NBO (Country): SCOTLAND
Event: All world & european events
Players: Robert Ferrari & Miro Dragic
GENERAL APPROACH AND STYLE:
5 card majors, 1♣ may be 2 in bal hand. 2/1 GF
May open light unbalanced
2D = 5-10hcps, 5+ in H or S OR 22-23 Bal OR GF with D +H/C
2H/S=5-10hcps, 5+/4+ in majors
Artificial responses to 1C opener:
1D, 1H, 1NT, 2C show suit above, ...
Frequent non-penalty doubles
3C/D/H/S can be very weak in 1 st posn.
1NT opening:
15-17 (May upgrade good 14)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1C opener, may have as few as 2 in bal hand 2D is '3 way' MULTI 1H-1S=denies 5 spades; 1H-1N=5+ spades
Fit & honor responses to overcalls
SPECIAL, ART AND COMPETITIVE DOUBLES Most Dbles below game or if opps have found fit = competitive. Dble of cuebid reverses lead message.
2 way Drury

Opening	ART	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	Yes	2	7♥	10-20	1D/1H/1N/2C show H/S/C/D 1S=no majors or invite with D+another suit 2D/2M=weak, 2NT=natural		
1♦		4+	7♥	10-20	2/3♦ inverted; 1N/2N/3N=NAT, 3C=nat, invit 2H/S=D raise (GF/mixed), 3M=splinter	1N rebid=long diamonds or any 16+	
1♥		5	7♦	10-20	1♠=Relay. 1NT = 5+ spades, 2♣/♦ = GF, 2♠/NT =4 card raises, 3m=nat, invit 2S, 3N, 4m=splinters	1♥-1♠-1N=Bal or 4-5 M's.	
1♠		5	7♥	10-20	1N=Relay, 2♣/♦/♥ = GF, 2NT/3♥ = 4 card raises, 3m=nat invit, 3N, 4m/H=splinters	1♠-1N-2♣=Bal or 5-4spades & clubs.	
1NT			4♥	15-17 balanced	2♣ asks about majors; 2D/H/S/NT =TRFERS 3C=5 card stayman, 3D=both minors, 3M=3-suiter	Break TRF to 3N with max or 3L with minimum	
2♣	Yes	0		Game forcing 23+ if balanced	2D=5+; 2H=0-4		
2♦	Yes	5+♥ or ♠		5-10 hcps, Weak in ♥ or ♠ or GF with ♦ or bal 21-22hcp	2♥/♠ = P/C, 2N Strong Relay; 3♥/♠ =P/C, 3/4♣/♦=ART	2♦- 2NT-3♣=either M, max. 3♦/♥= min	
2♥	Yes	5		Wk,5-9, with both M's	2NT asks. Responses: 3C= 4-5, 3D=5-5, 3H=4-6, 3S/NT=5-6		
2♠	Yes	5		Wk,5-9, with both M's	2NT asks. Responses: 3C= 5-4, 3D=5-5, 3H/NT=6-5, 3S=6-4		
2NT		2	4♦	20-21 bal; may have 5M or 6m May have singleton hon.	3♣ asks about majors; 3♦/♥ = TRF, 3♠ TRF; 3N=5-4 in M's. 4X = mst in M(♣/♦)/m(♥/♠)	2N-3♦/♥-3M=3+ trumps, now 3N=SST 2N - 3♣ -3♦ - 3♥ denies 4 hearts.	
3♣		6		NAT PRE-EMPT	New suit F1		
3♦		6		NAT PRE-EMPT	New suit F1 except 4C=asks for slam suitability		
3♥		6		NAT PRE-EMPT	New suit F1 except 4C=asks for slam suitability		
3♠		6		NATPRE-EMPT	New suit F1 except 4C=asks for slam suitability		
3NT	Yes	0		Minor pre-empt	4♣ = P/C, 4♦ asks for shortage;		
4♣		7		7+♥-solid or semi solid+A	4♦ = Asks for shortage. 4N asks for length		
4♦		7		7+♠ solid or semi solid+A	4♥ = Asks for shortage. 4N asks for length		
4♥		7		Pre-empt:	New suit = F1		
4♠		7		Pre-empt:	As above		
4NT	Yes			Ace asking		HIGH LEVEL BIDDING	
5♣		8		Pre-empt	As above	4NT opening: 5♣ = no Ace; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2 A; 6♣ = ♣A; Italian style Cue bids, may be 1 st or 2 nd round; RKCB: 1 st step = 1 or 4; 2 nd step = 0 or 3; 3 rd step = 2 no TrQ; 4 th = 2 with TrQ; After Q is clarified, next ask is for K & then CAB If response interrupted, Dble/Redble=1 st step response, Pass=Second step;	
5♦		8	As 5♣	As above			
5♥		7	Solid suit lacking AK with no losers outside	Raise per trump holding			
5♠		7	As for 5♥	As above			
5NT							